

GAME BOY<sup>®</sup> ADVANCE



**WARNING: PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

**NEED HELP PLAYING A GAME?**

You can visit our website at [www.nintendo.com](http://www.nintendo.com) for game play assistance.  
For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529.  
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

**1-800-521-0900**

Available in U.S. and Canada • \$1.50 per minute (U.S. funds)  
Please have Visa or MasterCard ready

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time  
Callers under 18 need to obtain parental permission to call. Prices subject to change.  
TTY Game Play Assistance: 425-883-9714

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

© 2003 Nintendo/INTELLIGENT SYSTEMS.  
TM, ® and Game Boy Advance are trademarks of Nintendo. © 2003 Nintendo.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

## TABLE OF CONTENTS

In the Shadow of the Scouring	6	■ Battle Information	30
Controls	8	Map Menu	31
■ Introduction	10	Items	34
Getting Started	11	Combat Preparation	36
Saving	12	Link Arena	38
Basic Rules	13	Character Introductions	42
Issuing Commands	14	Q & A	46
■ Detailed Information	16	Linking Instructions	50
Units	17	Map	52
Unit Status	18		
Unit Commands	22		
Unit Types	28		



## In the Shadow of the Scouring

Long ago, on the continent Elibe, dragons and man coexisted in peace. They lived in harmony for many years. All that was lost when mankind disrupted this balance in a sudden attack, a brutal slaughter that bathed the land in blood. Each fought for domination of the land in a savage war that shook the foundations of nature itself. This war was called the Scouring. Defeated and humbled, dragons vanished from Elibe. Over time, man rebuilt and spread his dominion across the continent and on to the Western Isles across the sea.

Now, a millennium after the Scouring, a young girl has found an apprentice tactician unconscious on the rolling plains of Sacae. Young Lyn tells the traveler that she wants to become a master swordfighter, and the two travel together, honing their skills in battle. Along they way, they meet a Lycian noble named Eliwood. None of them suspected that this was a mere prologue to the adventure that awaited them all. For Lyn, the tactician, Eliwood, and his friend Hector, the wheels of fate have already begun to turn.



# CONTROLS

This section explains the basic functions of the Game Boy Advance buttons.

## Control Pad

- Move cursor
- Select menu items
- Move units

## START

- Start game
- Skip conversation and opening demo scenes
- Display overview map



INFO WINDOW

Press START, SELECT, and the A and B Buttons at the same time to reset the game.

## L Button

- Move cursor to a unit that has not yet received commands

## R Button

- View unit status  
(Use on the map when the cursor is on a unit.)
- Display help  
(Use the + Control Pad to select commands you want to see explanations for.)

## Help!

If there's a command you don't understand, place the cursor on it and press the A Button for a simple explanation.



HELP WINDOW

## SELECT

- Open map menu
- Turn info window on or off

## B Button

- Cancel selections
- Return to previous page
- Close window
- Speed up cursor  
(Use on the map screen. Hold and press the B Button and move with the + Control Pad.)

## Introduction

Ready to start your journey but unsure how to proceed? You're in luck! Start reading here, and you'll learn all you need to take that first step on the road to becoming a master strategist!

### Lyn (Full name: Lyndis)

The granddaughter of the marquess of Caelin, a territory in the Lycian League. She was raised in the nomadic tradition of her father, a Sacaen tribal chieftain. Though at first distrustful of Lycian nobles, she meets Eliwood and many others and gradually opens her heart. She is stout-hearted and a bit of a tomboy but assess situations calmly. She's young, but her blade quickly silences any who would doubt her ability.



## Getting Started

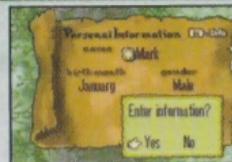
### Starting a New Game

Insert your Fire Emblem Game Pak into your Game Boy Advance and turn the power ON. At the title screen, press the A Button to bring up the main menu. Select New Game and press the A Button. On the next screen, select an empty save slot (it should say No Data) and press the A Button to start the game.



### Tactician (Player) Settings

Before you begin, you will need to set up your tactician's information. If you want to input your own data, select Yes and press the A Button to confirm. Then, enter your name, birth month, and gender. Press START when this is done.



### Continuing a Game

If you already have saved game data, you will see the following options:

- **Resume Chapter:** Continue a game midchapter.
- **Restart Chapter:** Start from the beginning of a chapter.
- **Copy Date:** Copy an existing saved game.
- **Erase Date:** Delete an existing saved game.
- **New Game:** Start the game from the beginning. (This only appears if you have at least one empty save slot.)
- **Extras:** Many fun things are waiting for you here!

# Saving

## Saving Your Game

There are two places you can save your game: after finishing a chapter and on the Preparations screen.

- **After Finishing a Chapter**

Once you finish a chapter, you will have the option to save your game. Select the slot to which you want to save and press the A Button. If you are overwriting a save slot, select Save to save your game and Quit to continue your game without saving.

- **On the Preparations Screen**

Select Save on the Preparations screen, and then follow the instructions above.

\*As long as you don't save over a chapter's save data, you can replay that chapter as many times as you like.

## Saving Midchapter

You can save your game in the middle of a battle by selecting Suspend from the map menu.

Suspending your game returns you to the title screen. To resume a suspended game, select Resume Chapter from the main menu.

- **About Suspend Data**

- Once you resume a chapter, the suspend data is lost. You cannot begin a chapter from the same point over and over again.

- If you choose Restart Chapter or New Game the suspend data is overwritten and lost.

- If you turn the power OFF during a battle, the chapter will be suspended automatically.



# Basic Rules

## Game Flow

The game is divided into chapters, each of which must be cleared in order to proceed. Each chapter begins with a conversation and then moves on to the battle.

## Unit Types

Characters appearing on maps are referred to as units. All units are either blue (yours), red (enemies), or green (other). Gray units are those that have already moved for that turn. You control the units in your army as the group's tactician. All other units are moved by the CPU.

## About Turns

The player and the enemy alternate taking turns moving their units. If new allied units appear on a map, they cannot move until the enemy has completed its turn.

Typically, units can move only once per turn.

## Clearing Chapters

Each chapter consists of one map that must be cleared by fulfilling specific objectives. Maps may require you to defeat all enemies, seize castle gates, or perform other tasks. Complete the objective to move to the next chapter.

## Unit Casualties and Game Over

- **Unit Casualties**

If a unit's hit points (HP) are reduced to 0, then the unit is removed from the map.

- **Game Over**

If a lord's (Lyn, Eliwood, Hector) HP reaches 0, or if you fail to complete a chapter's objective, your game ends, and you will need to try that chapter again.

# Issuing Commands

The following explains how to move units on map screens and battle the enemy.



## 1. Select

Use the  $\pm$  Control Pad to move the cursor on a unit. Press the A Button to select that unit. By pressing the A Button, you will also see the unit's movement range.

*See page 15 for more information on movement and attack ranges.*



## 2. Move

Choose where you want to move the unit with the  $\pm$  Control Pad. Press the A Button to move.



## 3. Attack

After a unit moves, the command menu will appear. Select Attack with the  $\pm$  Control Pad, and press the A Button to confirm.

*See page 22 for more information on unit commands.*



## 4. Equip Weapons and Items

Use the  $\pm$  Control Pad to select the weapon or item you want to use. Press the A Button to use it.

*See page 34 for more information on weapons and items.*



## 5. Check Combat Information

See how well your unit matches up to your foe using the combat information in this window.

*See page 26 for more information on combat.*



## 6. Start Combat

You can set the combat animations to take place with/without backgrounds.

*See page 32 for more information on game options.*



## 7. Finish Combat

Units receive experience points after fighting.

*See page 17 for more information about gaining experience.*



## 8. End the Turn

After you issue commands to all of your units, your turn automatically ends, and the enemy turn begins.

*\*To end your turn before moving all of your units, select End from the map menu.*

Each chapter is a set of turns that progress as above.

## Movement and Attack Ranges

### Movement and Possible Attack Range

The maximum number of spaces each unit can move and/or attack. Movement range is displayed in blue, and attack range is in red. The areas you can affect with staves are in green. You can view movement and attack ranges for any unit on-screen, whether it's your own, the enemy's, or neutral.

### Second Movement

Units riding on pegasus- or horseback have the ability to move, perform actions such as Rescue or Trade, and then, if the unit hasn't moved its full range, finish moving the rest of its movement range.

### Terrain and Weather

Woods and mountains can reduce your movement range. On some maps, it may rain or snow for a few turns. While it is raining or snowing, all units' movement ranges are reduced.



Rainy weather

## Detailed Information

The tutorial provides a basic understanding of game play, so this section provides more detailed information about units. It may seem a little difficult, but I'm counting on you to remember it!

### Eliwood

A gifted young noble of Lycia. He's the son of the marquess of Pherae. Eliwood is kind, possessing a strong sense of justice. He treats everything seriously and is always courteous. When his father, whom he respects greatly, vanishes, Eliwood sets off to search for him in the company of a few soldiers. While he has no real battlefield experience, his skill in swordsmanship is undeniable.



### Unit Growth

Units gain experience points (EXP) by engaging in combat and using magic. Units gain new levels every 100 EXP. When a unit's level increases, so do that unit's strength and skill ratings, making the unit more powerful. Units can reach a maximum of level 20.

#### • Changing Classes

Almost all units can change to higher classes once they meet certain conditions. Changing class increases units abilities.

Example: **Cavaliers become Paladins.**

See page 28 for more information on changing classes.



### Regaining Hit Points

There are four ways that injured units can regain HP:

#### 1. Move units onto fortresses, gates, castle gates, or thrones.

Units waiting on any of these locations heal a few HP at the beginning of your turn.

#### 2. Use vulneraries or elixirs.

Using a vulnerary restores 10 HP; using an elixir restores all HP.

#### 3. Receive the healing power of a magic staff.

Clerics, bishops, and troubadours can all use staves. The number of HP a player receives from one of these depends on the unit wielding the staff and the type of staff being used.

#### 4. Attack an enemy unit with Nosferatu.

This spell returns HP to the spell caster equal to the amount of damage it does to an enemy unit.



Fortress

# Unit Status

To view information on an individual unit, place the cursor on that unit and press the A Button.

## Help!

Place the cursor on an item or command and press the R Button to receive a simple explanation of that item or command.

**Unit portrait**  
Main character portraits appear here.  
(All other units will have generic class illustrations.)

**Unit name**  
**Unit type**

**Current level and experience points**

**Current HP / Max HP**

**Help window**



**Character data**  
(Three pages total)

**Page 1: Personal data** ► page 19

**Page 2: Items** ► page 20

**Page 3: Weapon and Support Level** ► page 21

## Status-screen controls

Press ▲ or ▼ on the Control Pad to change pages.

Press ▲ or ▼ on the Control Pad to change units.

Press the R Button to show or hide the help screen.  
(Use the Control Pad to select items to view.)

## Page 1: Personal Data

View information on a unit's abilities here. The numbers vary depending on the unit, the class, and the abilities themselves. The abilities on the left of the screen, from strength to magic power, increase as the unit changes levels. The abilities on the right, from movement to constitution, increase when the unit changes class.

- **Str (Strength):** The unit's physical strength.
- **Mag (Magical Power):** The unit's magical strength. \*The range of some staves changes based on the unit's magic power.
- **Skill:** The unit's ability to use weapons and magic tomes.
- **Spd (Speed):** The unit's speed.
- **Luck:** The unit's luck.
- **Def (Defense):** The unit's defensive skill.
- **Res (Resistance):** The unit's ability to resist damage from magical attacks.
- **Move (Movement):** The maximum distance the unit can move in one turn.
- **Con (Constitution):** The unit's physical size. The larger this number is, the less effect carrying heavy weapons, magic tomes, and items has on combat.
- **Aid:** This is the maximum constitution of other units that this unit can rescue.
- **Trv (Traveler):** The name of the unit being carried or that this unit is carrying.
- **Affin (Affinity):** The unit's elemental affinity, which affects support bonuses.
- **Cond (Condition):** The unit's current condition.

**Poison:** The unit's HP drops slightly each turn. Cure with an antitoxin.

**Sleep:** The unit is unable to move.

**Berserk:** The unit attacks any nearby units, be they friend or foe. The unit cannot perform actions like Trade or Rescue.

**Silence:** The unit cannot use magic tomes or staves.

See page 15 for more information on movement.

\* To restore a unit to normal condition, either wait until the effect wears off or use a Restore staff.

## Page 2: Items

Here, you can check what items and weapons a unit is carrying. Equipped items and magic tomes have an E displayed next to their number of uses.

Press the R Button  
to view item data.

Item name



E (Equipped)

Item durability  
Number of uses  
remaining / Maximum  
number of uses

See page 34 for more  
information on item usage.

Combat ability

### Combat Ability

- Atk (Attack): The unit's attack strength.  
*\*A unit's attack strength can be affected by support bonuses.*
- Hit (Hit Percentage): The base percentage chance that the unit will hit the enemy with the equipped weapon or magic tome. This varies depending on weather and terrain.  
*\*The unit's Skill affects Hit, so this value will be higher than the weapon, staff, or tome's base Hit percentage.*
- Rng (Range): The maximum distance from which this unit can attack an enemy. [See page 26 for more details.](#)  
If the attack range is 2, this unit can attack enemies one space away, but not enemies in adjacent spaces.
- Crit (Critical Hit Percentage): The percentage chance of landing a critical hit. Critical hits do three times more damage than normal blows.
- Avoid: The percentage chance that the unit will dodge enemy strikes.

### Item Data [See page 32 for more information.](#)

You can check item data by opening the help window. Use this to check the abilities of weapons, staves, and magic tomes. Compare the level of a weapon with the unit's weapon level to see if the unit can use that weapon.

## Page 3: Weapon and Support Level

On this page, you can view your character's skill level with different weapons, as well as its support level with different units.

### Affinity Icons



Weapon level

Weapon level gauge

Support level

Sword

Staff

Lance

Animia

Axe

Light

Bow

Dark

### Weapon Level

Weapons, magic tomes, and staves usable by units are divided into eight affinity groups. Each group has a weapon level attached to it.

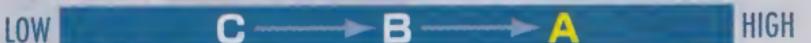


Weapon level corresponds to the types of weapons, magic tomes, and staves units can use. The higher the weapon level, the more powerful the weapon that unit can use. Weapon levels increase after units have used a weapon, magic tome, or staff a certain number of times. The bar behind the weapon level shows how close the unit is to increasing that weapon level. *\*Weapon levels for units that have not changed classes yet cannot go above A.*

*\*Once a unit reaches level S in one weapon type, all other weapons will stop at level A.*

### Support Level

This displays the names, affinities, and support levels of all units on the battlefield who can support the unit whose status you're checking.



The higher the support level between units, the higher the support benefits those units can receive during combat.

Support levels increase when units talk. Improve the relationships between units by having them support one another.

# Unit Commands

After you move a unit, a command menu appears. Use this to issue additional orders to your units.



Place the cursor on a command and press the R Button to view a simple explanation of that command.

- **Attack:** Order a unit to attack any enemy within its attack range.

\*Whatever weapon or magic tome you use to attack becomes that unit's equipped item.

[See page 26.](#)

- **Staff:** Use a magic staff. (Staff-wielders only.)

- **Wait:** Order unit to wait. Waiting ends that unit's turn.

- **Steal:** Steal items—not including weapons, magic tomes, and staves—from units in adjacent spaces. (Thieves only.)

\*A unit can only steal one item per turn.

- **Item:** Equip, use, or discard items.

\*You can equip or discard items repeatedly in a single turn. Units can move or attack after performing these actions.

\*Items that cannot currently be used or equipped will be displayed in darker font.

- **Trade:** Swap items with another unit in an adjacent space. Once you've selected the unit with whom to trade, both units' items will be displayed. Use the cursor to select the items you're trading. Press the B Button to exit the trading screen.

\*If you want to trade with a unit that has been rescued, place the cursor over the rescuing unit.



- **Merch:** Send items to or receive them from the merchant traveling with your army when units are in spaces adjacent to the merchant.

\*You can send up to 100 items to your merchant for safekeeping.

[See page 48.](#)

- **Rescue:** Carry and protect an allied units from an adjacent square. The rescuing unit must have a Rescue number that is higher than the Constitution of the unit being rescued. (A rescuer will carry that unit until you choose to set it down again.)

\*The speed and skill of a unit carrying another unit is reduced by half.

\*Units can only rescue one unit at time.

\*Units that are rescued and being carried cannot be attacked.

\*If a unit is defeated while it is carrying a rescued unit, that unit will be dropped into an adjacent space.

- **Drop:** Place a rescued unit in adjacent spaces. (Units that have been dropped cannot perform any actions until the next turn.)

\*Units can only be dropped into spaces they can normally traverse.

- **Take:** Receive a rescued unit (one being carried by another unit) from a unit in an adjacent space. (Note: you can only do this if the unit receiving the rescued unit is not already carrying another unit.)

\*Units can only be dropped into spaces they can normally traverse.

- **Give:** Give a unit being carried to a unit in an adjacent space. (Note: you can only do this if the unit receiving the rescued unit is not already carrying another unit.)

- **Dance/Play:** Bards and Dancers can revitalize adjacent units who have already moved. Those units can then move one more time during the same turn. (There might be other benefits as well.)



Rescue mark

## Commands for Use in Specific Conditions.

- **Talk:** Use this to speak to adjacent units.  
\*You can sometimes talk to units from enemy armies.
- **Support:** Speak to a unit in an adjacent space. See page 21.  
\*Support levels increase each time a support conversation occurs.

## Commands for Use in Specific Locations.

- **Visit:** Use this to visit houses and villages. Villages can only be visited once.  
\*Villages can be razed by certain enemy types.

Visiting villages and houses can be helpful. Be sure to drop in and say hello!

- **Armory:** Enter an armories to buy or sell weapons.
- **Vendor:** Enter a shop to buy or sell items.

\*A unit cannot buy items or weapons if you do not have your merchant on the field and your unit cannot carry any more items or weapons. If the merchant is on the battlefield, you can choose to send purchases to the merchant.

- **Arena:** Enter the arena and battle for money. First, you choose how much money to wager. Then, battle with the weapons your unit is given. If your unit wins, you get prize money and experience points. If your unit loses, you lose your wager, and the unit disappears from the map. The combat ends when one of the fighters loses all of its HP. You can surrender and exit the arena by pressing the B Button.

\*If you surrender, you still lose your wager.



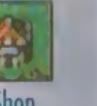
House



Village



Armory



Shop



Arena

- **Door:** Open a door, but only if the unit adjacent to the door is carrying door keys or a lockpick set. Doors can be opened from afar with an Unlock staff.  
\*If you surrender, you still lose your wager.
- **Chest:** Open a chest, but only if the unit standing on the chest is carrying chest keys or lockpicks. (Only thieves can use lockpicks.)  
\*If you surrender, you still lose your wager.
- **Seize:** Take control of castle gates and thrones.



Castle gate



Throne



Door



Chest

## Attack

- Types of Attacks

1. Direct Combat (swords, lances, axes, etc.) <Range = 1>

Direct-combat weapons and magic tomes can attack enemy units in adjacent spaces. Units engaging in direct combat can be counterattacked.

2. Indirect Combat (bows, magic tomes, etc.) <Range = 2>

Indirect-combat weapons and magic tomes can attack enemy units at least one space away. If the enemy units are equipped with indirect-combat weapons or magic tomes, units engaging in indirect combat can be counterattacked.

\*Some weapons can be used for both direct and indirect combat.

3. Long-Range Combat (Bows, etc.) <Range 3+>

Long-range weapons can attack enemies two or more spaces away. Units attacking at long range can only be counterattacked if enemy units are using long bows. The following weapons are capable of long-range attacks: ballistae, which can only be used by archers and snipers, special magic tomes with attack ranges of three or more, and long bows.



- Combat Information Window

The information here only appears once you've chosen which weapons you will use in a unit's attack. This should help you predict how an attack will turn out.

▲ Advantageous weapon ▼ Disadvantageous weapon [See page 35.](#)

- HP: Hit points.
- Mt (Might): The amount of damage the weapon will deal. (X2 for 2 attacks in one turn.)
- Hit (Hit Percentage): The percentage chance your attack will hit the enemy.
- Crit (Critical Hit): The percentage chance of landing a critical hit.



- Combat Screen Window

This window summarizes the combat information from the combat-information window.

(Animation Settings: 1 or 2)

- Hit: The percentage chance your attack will hit the enemy.
- Dmg: The damage your attack will deal.
- Crt: The percentage chance of landing a critical hit.



# Unit Types

## Lords



Eliwood, son of Marquess Pherae. Specializes in swords.



Lyn, a swordfighter of the plains. Specializes in swords.



Hector, brother of Marquess Ostia. Specializes in axes.



**Knight**  
A warrior in heavy armor. Specializes in lances.



**General**  
A knight of great distinction. Can also use axes.



**Myrmidon**  
A swordfighter that uses eastern techniques.



**Swordmaster**  
A myrmidon of great distinction. Specializes in killing strokes.



**Mercenary**  
A professional warrior. Specializes in swords.



**Hero**  
A mercenary of great distinction. Can also use axes.

**A**



**Cavalier**  
A mounted knight. Uses both swords and lances.



**Paladin**  
A cavalier of great distinction. Can also use axes.

**B**



**Nomad**  
A mounted warrior of the east. Specializes in bows.



**Nomadic trooper**  
A nomad of great distinction. Can also use swords.

**C**



**Troubadour**  
An mounted knight. Specializes in staves.



**Valkyrie**  
A troubadour of great distinction. Can also use Anima magic.



**Pegasus knight**  
A pegasus-mounted knight. Specializes in lances.



**Falcon knight**  
A pegasus knight of great distinction. Can also use swords.



**Shaman**  
A wielder of ancient magic.



**Druid:**  
A shaman of great distinction. Can also use staves.



**Wyvern rider**  
A wyvern-mounted knight. Specializes in lances.



**Wyvern Lord**  
A wyvern knight of great distinction. Can also use swords.



**Cleric**  
A magic-wielding priestess. Specializes in staves.



**Bishop**  
A cleric or monk of great distinction. Can use both staves and light magic.



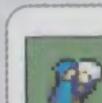
**Axefighter**  
A robust fighter. Specializes in axes.



**Warrior**  
An axefighter of great distinction. Can also use bows.



**Monk**  
A magic-wielding acolyte. Specializes in light magic.



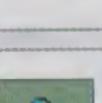
**Thief**  
A rogue skilled in stealing. Specializes in swords.



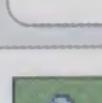
**Archer**  
A master of archery. Cannot engage in direct combat.



**Sniper**  
An archer of great distinction.



**Mage**  
A wielder of nature's magic. Specializes in anima magic.



**Sage**  
A mage of great distinction. Can also use staves.



**Bard**  
A musician who can give others the power to move again.



**Dancer**  
A performer who can give others the power to move again.

\*The units inside the boxes transform from ■ to ♦.

Types of soldiers:

**A** Armored infantry units

**B** Sword-bearing infantry units

**C**

Cavalry units

**D** Flying cavalry units

**E**

Wyvern units

## Battle Information

Now you're ready for some more combat-specific information. The more you remember, the better you'll be at supporting us, so do your best!



Hector

The younger brother of Lord Uther, the marquess of Ostia, the largest territory in all Lycia. Though he is sometimes rough and reckless, his frank disposition is admirable. He and Eliwood have been friends since they were children. He helps Eliwood search for his father and continues traveling with him thereafter. He's a loyal and true axefighter.

## Emblem

## Map Menu

On the map, place the cursor onto an unoccupied space or a space containing a unit that has already moved and press the A Button to display the map menu. The map menu contains many essential commands.

**Units:** View information on all your units on the battlefield.

■ Switch pages. (There are 6 pages in total.)

Use ▲ and ▼ on the Control Pad (when the blue bar is on-screen).

1. Character
2. Fighting skill
3. Equipment
4. Personal data
5. Weapon level
6. Support chance

■ List units from highest to lowest in all categories.

Move the blue bar to the top of the list, and it becomes a finger cursor. Use this to select data. Press the A Button to reorder the units to match the category selected.

■ Unit-status display.

Place the blue bar on a unit and press the R Button.

■ Place the cursor on a unit displayed on the map screen.

Place the blue bar on a unit and press the R Button.

**Conditions:** View the chapter name, chapter goal (victory conditions), number of turns, funds, information on your units and the enemy units, and other battle-related information.

**Options:** See page 30 for more information on Options.



Equipment					
Class	Attack	Defense	HP	SP	Speed
Warrior	70	65	23	10	2.3
Soldier	70	50	21	10.7	3.4
Archer	50	40	18	10.5	2.6
Thief	40	30	15	9.7	2.0
Paladin	60	55	20	10.4	3.2

Suspend: Save a game midchapter. See page 12 for more information on Saving.

End: Finish your turn. The enemy takes its turn immediately when you choose this.

Options: Change game settings. (Use **◀ ▶** on the **+** Control Pad to alter game settings. Press the B Button when finished to return to the previous screen.)

■ Animation: Select between 4 different animation settings.

1: Show animations without backgrounds.

2: Show animations with backgrounds.

Off: Turn combat animations off.

Solo: Set combat animations for each unit individually.



Press the A Button to see a list of your units. Select the unit whose animations you want to change, and use the A Button to change it. Press the B Button to return to the previous screen.



■ Game Speed: Set the movement speed of all units on screen.

■ Text Speed: Set the speed at which messages are displayed.



Setting 2: With Background

■ Terrain: Turn the terrain information window on or off.



■ Unit: Change the unit window display to Panel, Burst, or Off.



Unit	HP	MP	EXP
Black Fang	23	11	28
Hector	10	10	24
1	10	10	1
80	10	10	2
0	10	10	5
3	10	10	6
Black Fang	10	10	6

Unit	HP	MP	EXP
Black Fang	23	11	28
Hector	10	10	24
1	10	10	1
80	10	10	2
0	10	10	5
3	10	10	6
Black Fang	10	10	6

■ Combat: Set the display of the combat information window to Strat, Detail, or Off.



■ Controller: Turn the control window, which explains game rules and controls, on or off.



■ Subtitle Help: Turn the scrolling command explanations on or off.

■ Autocursor: Place the cursor automatically on the main character at the start of each turn. If this is off, the cursor moves to unit that moved last the previous turn.



■ Music: Turn the background music on or off.

■ Sound Effects: Turn sound effects on or off.

■ Window Color: Select the background color for all windows. There are four colors to choose from.

# Items

## Number of Times Items can be Used

All items have a set number of times they can be used. Once you reach that number, the item vanishes. Be sure to check item durability and usage on the status screen and elsewhere.

- Reduction in Item Usage Numbers

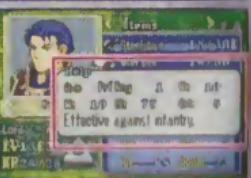
Weapon durability drops each time your weapon strikes an enemy unit. Magic tomes and ballistas usage numbers drop each time they are used, regardless of whether the enemy is hit or not.

- Getting New Items and Weapons

Be sure to purchase new items and weapons when you see shops and armories.

## Item Data

Press the R Button on an item screen to view details on items. This information is called item data. These numbers relate to weapons and magic tomes.



**Weapon Level:** The level and attributes of the weapon, magic tome, or staff.

**Rng (Range):** The effective range of the weapon, magic tome, or staff.

**Wt (Weight):** The weight of the weapon, magic tome, or staff. If this exceeds the unit's constitution, then that unit's attack and dodge speeds are reduced.

**Mt (Might):** The attack strength of the weapon or magic tome.

**Hit (Hit Percentage):** The percentage chance your weapon or magic tome will hit the enemy.

**Crit (Critical Hit):** The percentage chance your weapon or magic tome strike a critical blow.

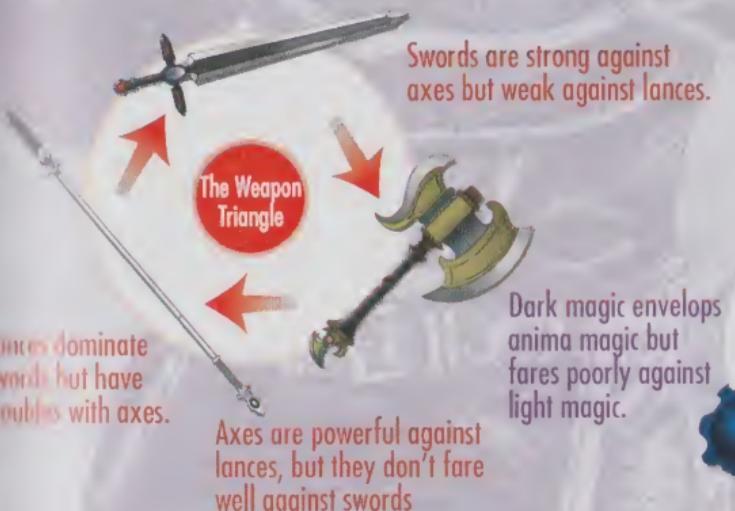
- Items and Specific Enemy Types

For more information on unit types, see page 28.

Listed within the item data are units against which the weapons and magic tomes are most effective. When combating these units, the weapons and magic tomes do more damage than normal. Use this to your advantage.

## The Weapon Triangle and the Trinity of Magic

The weapon triangle and the trinity of magic refers to the attributes of weapons and magic and their affinity with one another. Strong and weak affinities affect hit percentages and attacks. If you send a unit equipped with a sword out to attack an axe-wielding enemy, your attack and hit percentage numbers will go up, and the enemy's will go down. These numbers appear in the combat information window (see page 27), so be sure to take a look at how the weapon triangle and the trinity of magic affect them when you go into combat.



Anima is made up of fire, thunder, wind, and rain.



Anima is powerful against light magic and weak against dark magic.

# Combat Preparation

When you reach a certain point, you will start using the preparation before battles. Here, you can make sure your army is ready to face the enemy. Press START on this screen to move straight on to the field of battle.

## Selecting Units

You can choose which units to take into combat to support your main characters. (Selected units are in color, non-selected units are in gray. The number of units you can field varies from chapter to chapter.) Press the A Button to select and deselect units. You can also press SELECT to choose units from the unit list.

## Managing Items

You can trade items between units, and you can use a merchant to transport or buy items. Once you select a unit, a command menu will appear.

**Trd:** Trade items with other units.

**Use:** Use an item.

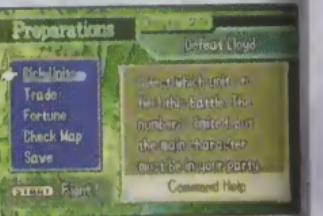
**Trnsfr:** Trade items with or sell items to your merchant.

**List:** Display all units' and merchant's items. (Items a unit cannot carry are displayed in gray.)

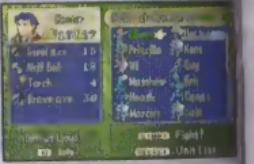
**Sell:** Sell your items.

**Give All:** Send all items from the selected unit to your merchant.

\*Trnsfr, Sell, and Give All are only available if you have befriended Merlinus and made him a member of your party.



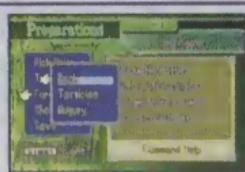
Preparation Screen



## Results and Fortune-telling

Come here to check your army's combat scores and to receive strategic hints. (This is not available in the tutorial.)

- **Rank:** Review your current battle performance.
- **Tactician:** View tactician information. (The number of ★'s indicates your tactician's levels in each category.)
- **Ancurgy:** Receive valuable strategic hints on what weapons and strategies to use in the next battle. (Sometimes, this service costs money.)
- **Roadding:** Review support levels between units.



## Moving to the Map

Part of preparing for combat means inspecting the upcoming map. You can take a look at enemy unit placement and even change the starting positions of your own units.



- **View Map:** View the map, check the enemy units, and confirm the locations of armories and shops. (Place the cursor on an empty space and press SELECT to display the menu.)
- **Formation:** Switch the positions of deployed units (other than the main characters).
- **Options:** This is the same as choosing Options on the map menu. **See page 32.**
- **Save:** This is the same as the Save option on the Preparation screen.

## Saving

Save the your game data after you've selected units and managed items. (This is just like saving normally.)

**See page 12 for more information on saving.**

# Link Arena

You can use the units you've trained and battle with up to three friends in the Link Arena. All participants must select Extras from the main menu, and then choose Link Arena to view the link menu. Set the options you want to use and continue.

\*You will not be able to choose Link Arena until you have saved data from a completed chapter.

\*When playing Link Arena the first time, you must choose Edit Units to build a team.

## Creating a Team

Use the setup screen to prepare for Link Arena combat. If you're playing for the first time, you'll need to create your team from the Build Team option.

**Build Team:** Create a team from your saved game data. Select No Data with the cursor and press the A Button to confirm. On the saved-data select screen, choose a saved file to use and confirm your choice to move to the Preparations screen.

- Pick Units:** Select the units you want to use in the same manner you select units for a standard mission. Press START when you're finished to display the name entry screen. After you name your team, select OK.

- Managing Items:** Equip, trade, and manage items just like when you are preparing for a standard mission.
- Quit:** Return to the saved-data select screen.



Setup Menu



- **Unit List:** View all the units you've selected, just like unit selection on the map menu.
- **Swap:** Change the position of teams on the team list.
- **Disband:** Delete any saved team
- **Link Menu:** Return to the Link Arena menu.

## Practice

Come here to practice against the computer in Link Arena combat.

The computer will use a team you created.

The computer will control all teams not controlled by you.

Change the number of teams you want to fight on the Link Arena menu by changing the Practice setting. Select the number of teams and confirm this choice with the A Button. Next, select the team you want to send to the Link Arena from the list to the right of the screen. Select your opponent's team in the same manner. Then, press START to go to the Link Arena.

For more information on versus play, see page 40.



## Linked Battle

The Linked Battle is a battle mode for two to four players. On the Vs. Mode screen, set your options and continue.

Before beginning Vs. Mode, connect the proper number of Nintendo Game Boy Advance or Nintendo Game Boy Advance SP systems using Game Boy Advance Game Link cables.

See page 50.

### Vs. Team

Select the teams to battle and begin an Arena Vs. Mode match. Once players select their teams and confirm those choices, the Link screen will appear. Player 1 will check to see that all players' names are displayed, and then press START.

\*If all participants' names are not displayed, check the cable connections and start the process again.



The player who goes first is chosen randomly. Shortly thereafter, the arena screen appears on all players' systems. Each player's team appears at the bottom of his or her game system.

### If a Linking Error Occurs

If there is an error in the linking process, the error screen will display. Check the Game Link cable connections and begin game setup again.



### How to Play Vs. Mode Games

Versus matches proceed counterclockwise from the player going first. First, place the cursor on the unit you want to attack with first. Next, choose an opponent's unit to attack. Once you select the weapon you're going to fight with, the combat begins. To surrender, press START and then choose Yes.

### Notes on Vs. Mode

Units that lose all of their HP will vanish from the screen. This does not affect any player's save data. Units do not gain EXP from any Vs. Mode battle.

### Vs. Results

Teams gain points for each battle. Points are awarded first to the team that survives to the end. Press the A Button to return to the link menu.

**Unit List:** This is the same as the unit list elsewhere.

**Link Menu:** Return to the link menu.



### Battle Data

Here, your teams are listed from first to last based on the number of points they got in one battle.

Rank	Team	Points	Winning
1st	Mobile	1000	Win
2nd	Mobile	900	Win
3rd	Mobile	900	Win
4th	Mobile	800	Win
5th	Mobile	700	Win

### Rule Settings

Set up or change the Link Arena rules. Use ▲ and ▼ on the + Control Pad to select menu items, and then set those items with ◀ and ▶ on the + Control Pad.



**Hide Units:** Opponents cannot see your units if this is turned on.

**Victory Cond:** Victory conditions determine how you win, either by surviving the battle or by earning the most points.

**AutoWeapon:** Weapons are selected automatically.

## Character Introductions



Dorcas

A man from a poor village on Bern's frontiers. He joins a group of hill bandits in order to save money for his ill wife. Although he is quiet and seldom shows emotion, he's actually a gentle family man.

42



Ninian

A dancer who travels and performs with her younger brother. She has the mysterious power to sense coming danger. She always seems sad and melancholy.



Sain

A knight in service to Caelin, a territory in Lycia. A lighthearted scoundrel with an eye for the ladies, he is nevertheless a talented fighter. He travels to Sacae with a message for Marquess Caelin's daughter, who eloped to the region many years ago.

43

Matthew

An enigmatic thief. He appears in Araphen and asks for permission to join your group rather abruptly. He's carefree, and he seems to go wherever the wind blows, but something about him suggests a hidden agenda.





Oswin

A knight in service to House Ostia. He's serious and straight-laced. He joins the quest to look after Hector. His fighting ability brings pride to the knights of Ostia, and he often comes to the rescue of imperiled party members.



Rebecca

The daughter of the magistrate of a village near the border of Pherae and Santaruz. She travels with Eliwood in search of his father as a way of thanking Eliwood for helping fight off the mountain bandits who besieged her home. She's also searching for her brother, who ran away from home. She's always helpful and quick with a sincere smile.



Guy

A swordfighter from the Sacae plains. This mercenary was hired by a mysterious group that wants Eliwood dead. He's a vigorous and active youth who owes a debt to Matthew.

Lyn

Florina



Florina

A friend of Lyn's from her time on the plains of Sacaë. She's training to become a full-fledged pegasus knight. She's very kind and gentle, but she's also something of a crybaby. Men frighten her. She chases after Lyn, who rescues her from bandits on her way to Caelin.

## Q&A

If you've got some difficult questions, maybe we can provide you with some answers here!

**Q** There are lots of items, parameters, and commands. How can I possibly be expected to remember them all?

**A** If you see a command that you don't understand, place the cursor on it and press the R Button. This brings up a simple explanation of that command. You can also view explanations on the status screen or by choosing Unit or Status on the map menu.

**Q** How is damage calculated?

**A** If you subtract Defense from Attack Power, you get damage. Sometimes, a critical hit will reduce an enemy unit's HP to 0, so be sure to check the critical hit number on the combat information window.

How a single attack's damage is calculated:

Your unit's attack strength =  
(strength + power) or (magic  
power + the power of the  
magic tome you're using)

minus

The enemy's Defense

\*In the case of a magical attack, subtract the enemy's magic resistance instead.

**Q** There appear to be some walls and snags that I can attack. Do you have to knock these things down to finish the chapter?

**A** Snags can be knocked over to form log bridges, and walls can be broken to make shortcuts. Neither of these must be done to clear chapters, so just knock them over if you think it will be helpful.

**Q** The merchant Merlinus hasn't shown up yet. When will I be able to meet him?

**A** You can meet Merlinus either in the chapter 13 side quest or in chapter 16. Merlinus can carry lots of items for you, so be sure to befriend him. If Merlinus loses all of his HP in a battle, he'll leave the screen, but he'll be back in action for the next chapter.

**Q** On the map screen, units suddenly appeared where no units were before! Why!?

**A** On many maps, enemy reinforcements appear on stairs or fortresses several turns after battles have begun. They will appear without warning, so even if the enemy troops have been reduced significantly, don't let your guard down. Inside castles, thieves will appear as reinforcement units. They'll steal items from the chests on that map. You'll still be able to finish the chapter, but the thieves often make off with valuable items, so try to stop them. You can stop reinforcements from appearing by leaving a unit on the space where the reinforcements were coming from.



**Q** On some maps, I can't see any of the enemy units. What am I supposed to do?

**A** Some maps are covered in a thick fog or in the blinding sands of sandstorms, which reduce your vision range to a bare minimum. This is called the Fog of War. On maps like these, your units can only see three spaces around them, so if you want to see what invisible enemy unit while moving, you will be ambushed and unable to move until the next turn. Normal units can only see three spaces around them, but thieves have a vision range of eight spaces! Some items and staves affect vision range, too.



## Linking Instructions

### When Playing Link Arena

#### ■ Necessary Items

- Game Boy Advance or Game Boy Advance SP game systems: One per player.
- Fire Emblem Game Paks: One per player.
  - Two players, one cable
  - Three players, two cables
  - Four players, three cables



#### ■ Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Fire Emblem Game Paks into the individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn each game system's Power Switch ON.
4. Now follow the control explanations for each game mode on pages 38.

Do not connect any game systems that will not be used during game play. For example, for a two-player game, do not link up more than two game systems. \*Player 1 is the player who plugs the small, purple connector into his Game Boy Advance.

Consult the picture to the right when connecting Game Link cables to Game Boy Advance systems. (Note that the small connector is purple and the large connector is gray.)



Game Boy Advance and Game Link Cable Setup

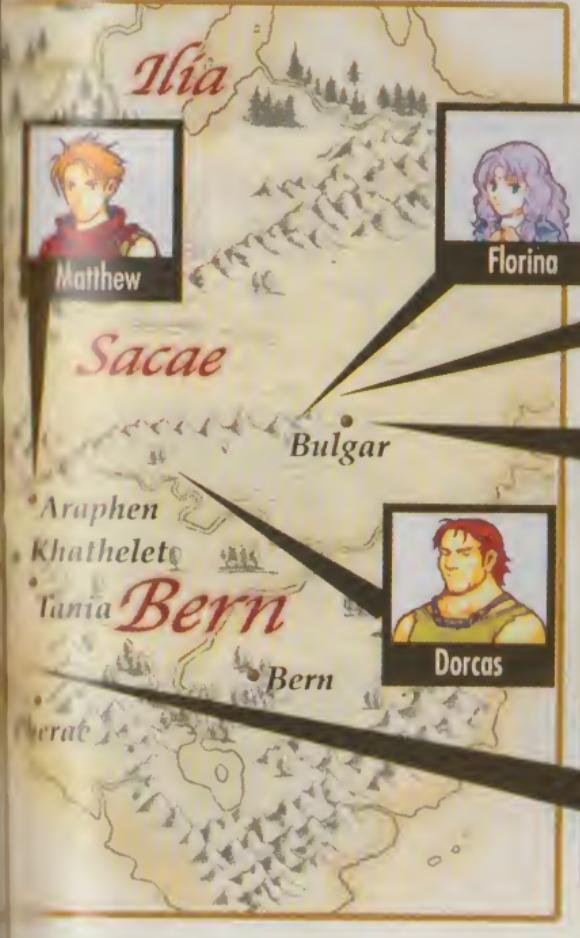
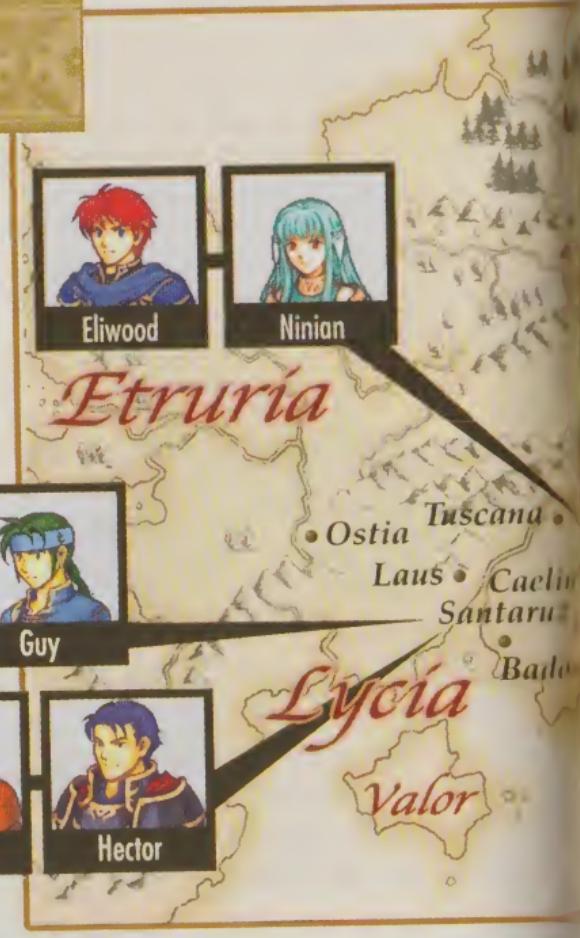
#### ■ Troubleshooting

You may be experience malfunctions or be unable to transfer game data in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than four Game Boy Advance game systems are linked.

# Map

This map shows roughly where you meet some of your companions for the first time. There are more characters to meet, too.



**GAME BOY®  
PLAYER**



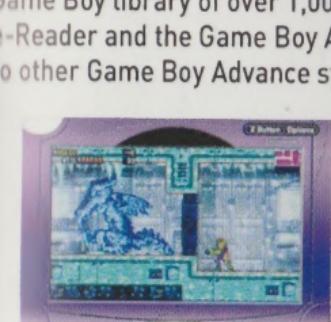
# GAME BOY® PLAYER



Fire Emblem: ©2003 Nintendo / INTELLIGENT SYSTEMS



Pokémon Ruby & Sapphire: ©2003 Pokémon. ©1995-2003  
Nintendo/Creatures Inc./GAME FREAK inc.



Metroid Fusion: ©2002 Nintendo



Golden Sun: The Lost Age: ©2001-2003 Nintendo/CAMELOT

## Game Boy Hits the Big Screen!

Now you can play Super Mario Bros.® 3 and all your favorite Game Boy games on your television. The Game Boy Player easily snaps onto the bottom of your Nintendo GameCube and lets you play the entire Game Boy library of over 1,000 games. The Game Boy Player is even compatible with the Nintendo e-Reader and the Game Boy Advance Game Link cable, allowing you to scan your favorite e-Cards or link to other Game Boy Advance systems for multiplayer fun with your friends!

You can easily switch between the Game Boy Player and Nintendo GameCube, which boasts its own library of megahits, including Super Mario Sunshine™, The Legend of Zelda®: The Wind Waker™, Pikmin™2, Mario Kart®: Double Dash!!™ and hundreds more. Gaming has never been better, and it's Nintendo GameCube and the Game Boy Player that make it all possible!

(All Products Sold Separately.)



NOTES

*Fine Emblem*

NOTES

*Fine Emblem*

## IMPORTANT:

**WARNING:** Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:  
 Nintendo Consumer Service  
[www.nintendo.com](http://www.nintendo.com)  
 or call 1-800-255-3700  
 (U.S. and Canada)

## WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our web site at [www.nintendo.com](http://www.nintendo.com) or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

### HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

### GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

### SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at [www.nintendo.com](http://www.nintendo.com) or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

### WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province. Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA, 98073-0957, U.S.A.

This warranty is only valid in the United States and Canada.

**NEED HELP WITH INSTALLATION,  
MAINTENANCE OR SERVICE?**



**CUSTOMER SERVICE**  
**WWW.NINTENDO.COM**

*or call 1-800-255-3700*

*MON. - SAT., 6:00 a.m. to 9:00 p.m.;  
SUN., 6:00 a.m. to 7:00 p.m., Pacific Time  
(Times subject to change)*

Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.  
[www.nintendo.com](http://www.nintendo.com)

PRINTED IN JAPAN